



DANIEL GARRISON

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UX Designer

PROFILE

An UX/UI professional with a background in Theatre, Light Design, Game Design and Office Management. A persistent learner with a passion for intuitive experiences that enrich the user. Collaborates well with others to generate and execute ideas within tight deadlines. Earned a reputation for dedication, humor, intelligence, and thinking well under pressure.

EDUCATION

- Aug 2004 -
B.A DRAMA - @ANGELO STATE UNIVERSITY SAN
- Jun 2018 - December 2018
UX/UI BOOTCAMP - @ UT AUSTIN
- UDEMY GAME DEVELOPMENT
Learning AutoDesk Maya
Unreal Engine 4: the Complete Beginners Guide
Unity 5 Professional Guide - Mastering C# Programming

PROFESSIONAL SKILLS

Adobe Creative Cloud	Miro
Illustrator	C#
Photoshop	HTML
XD	CSS
Premier Pro	Axure
Unity Game Engine	Sketch
Unreal Engine	InVision

UX/UI PORTFOLIO

www.greatfortdesign.com

ACTIVITIES // INTERESTS

Black Belt in Jeet Kun Do, Muay Thai
Oil painting, Charcoal and Pencil Drawing.
Bass guitar

WORK EXPERIENCE

- Dec 2018 - Present
UX DESIGNER - @ROCKET SOFTWARE
Created user experiences for several database management tools and power security products. Created lofi wireframes and hifi mockups with various technologies, most notably Sketch and Axure. Led discovery meetings with subject matter experts. Created design documents such as personas and journey maps to help visualize the product life cycle. Was the design lead on several products and applications as well as responsible for design choices and decisions for all Austin, Tx office based products.
- May 2018-Jun 2018
FREELANCE UX DESIGNER - @ACEABLE
Analyzed and tested current user experience. Conducted interviews to help identify pain points. Created hifi wireframes and conducted A/B testing. Led ideation sessions with other UX team members. Presented findings and deliverables to the rest of the UX staff.
- Aug 2017 - Sep 2018
OFFICE MANAGER - @MOOVE IT
Managed day to day operations. Created, maintained and overhauled employee benefit plans like healthcare, 401K and student loan repayment. Was the point person for US hiring. Was in charge of purchasing consumables for the office and client gifts. Assisted with the sales process in scheduling sales calls, being the first point of contact for inbound sales and investigating the validity of possible clients. Managed the schedules of sales personnel as well as development staff for meetings and hiring interviews.
- Nov 2012 - Nov 2013
LIGHTING SUPERVISOR - @SLEEP NO MORE
Constructed audience experience through lighting concepts to reinforce the narrative of the show through the audience's discovery of locations and scenes. Created/enacted plans that overhauled the infrastructure & day-to-day venue operations. Created budget proposals for weekly operations and special events. Created a kept records of lighting department payroll documents. Was in charge of purchasing all consumables for venue operations.
- Jan 2010 -Jul 2017
MASTER ELECTRICIAN - @SHAKESPEARE IN THE PARK/PUBLIC THEATRE
Lead teams in the lighting department in a fast-paced production schedule. Coordinated between design teams and production staff. Created detailed documents itemising the needs of each show.
- May 2015 - Apr 2017
GAME DEVELOPER - @GREAT FORT GAMES
Games Released: Orc Prom, Ghost Gear, Tank Pong
Currently Developing: Nomicon, Verdant

Envisioned all game concepts from the ground up. Designed & implemented: all player powers, the player skills progression system, and all characters.